Eliminator™ LaserScope User's Guide

The Eliminator LaserScope is the most innovative and effective hunting riflescope in the world. Burris combined outstanding optics with pinpoint laser rangefinding and precision trajectory compensation for the exact ammunition you choose for your hunt.

In one fast sequence, the Eliminator ranges the distance to your trophy, calculates the drop of your projectile at that distance, and displays the exact aiming point as a single red dot on the reticle. It eliminates most of the variables and guesswork that often cause hunters to go home empty handed.

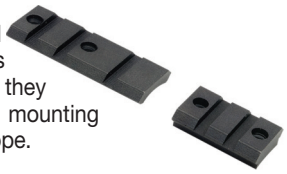
The Eliminator LaserScope is in a league of its own. No other riflescope combines this level of quality, technology, accuracy, repeatability and effectiveness. It will greatly increase the distance at which you can make an ethical shot.

Congratulations, and thank you for choosing the Eliminator by Burris.

Mounting & Sighting-In

Mounting The Eliminator™ LaserScope

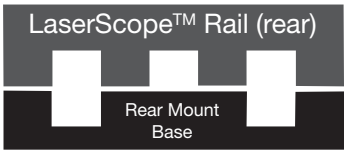
1. Select a Weaver-style or Picatinny-style mounting base. If a two-piece base is selected for a long action bolt rifle, the front base should be a reversible (extension) base which will need to be mounted with the extension directed rearward. We recommend the use of Burris XTB Bases (Xtreme Tactical Bases) as they were also designed with the special mounting considerations of the Eliminator LaserScope.



2. Read the manufacturer's directions regarding the installation of mounts before beginning.

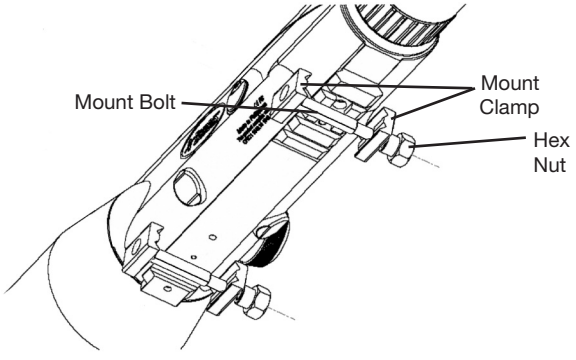
3. Clean the mounting area of the rifle with a chemical that removes grease and oil. Pay special attention to screw holes. Using the same chemical, clean the mounts. Do not allow the cleaning chemical to come in contact with the stock or scope lenses.

4. After installing the base(s), position the scope so it offers the proper eye relief. To do this, shoulder the rifle as you would in the field. Position the scope as far forward as possible while achieving a full field of view.



5. Align one of the rear slots in the Eliminator Rail with one of the slots in the rear mount base and then install the Mount Clamps and Mount Bolt as illustrated below. At this point just finger tighten the Hex Nut.

6. Install the front Mount Bolt through one of the slots in the front base as shown and finger tighten the Hex Nut.



7. With both Hex Nuts slightly loosened, push the scope forward and then firmly tighten both rear and front Hex Nuts.

Eyepiece Focusing

1. Aim the Eliminator LaserScope in a safe direction toward the sky or a light colored wall. Glance through the scope and notice if the reticle is sharply focused. Most users will find that no adjustment is necessary.

2. If the reticle is not in sharp focus, rotate the eyepiece focus ring until the reticle appears in sharp focus. Double check your focus by taking quick glances through the scope and make any fine tuning adjustments as necessary.

Sighting In

Do all shooting in a safe, authorized area. Use proper eye and hearing protection and follow all safe shooting rules. Select the ammunition you intend to use in the field and use it to sight in the firearm.

1. Bore sight your scope, OR place a target about two feet square at 25 yards. Fire a shot at the bullseye. Make the necessary adjustments to the Windage and Elevation knobs. Remember, a scope with a click adjustment value of 1/4 inch at 100 yards will require *four* clicks to move the same 1/4 inch distance at 25 yards. Burris scopes have the click value indicated on a label under one of the adjustment caps.

2. Make adjustments on the scope by turning the adjusting screws the necessary number of clicks. NOTE: The reticle (crosshair) is centered at the factory. This permits adjusting the reticle equally in all directions from the center position. Three shot groups are suggested to determine the actual point of impact.

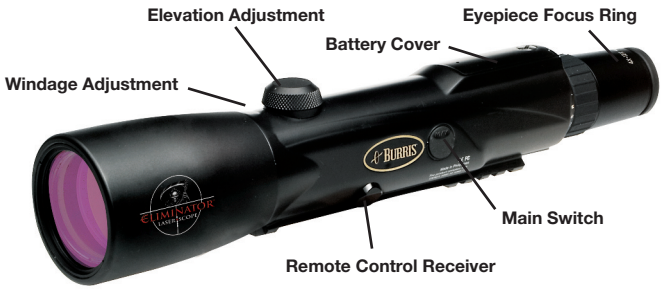
3. After the first group is fired, adjust the scope again. This adjustment should bring the approximate center of the group to coincide with the bullseye. Shoot additional groups as necessary.

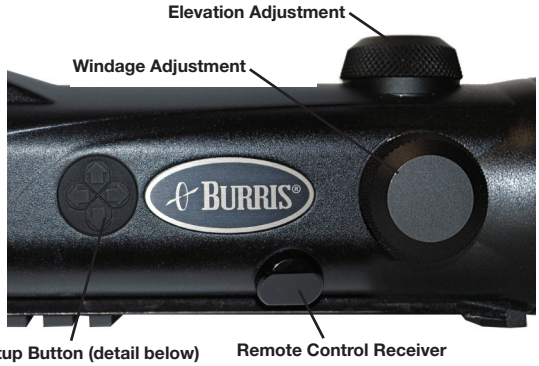
4. Place the target at your desired sight-in distance of either 100 or 200 yards. Make the necessary adjustments so your group coincides with the bullseye.

5. Align the dial to read "0" without allowing the silver knob to turn.

6. After making the adjustments, replace the adjustment caps. They protect your scope from dust and moisture.

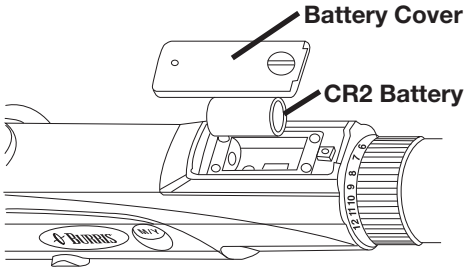
ELIMINATOR™ LASERSCOPE OPERATION





1. Battery Installation or Replacement

Unload the gun. Use a coin or screwdriver to unscrew the battery cap screw on the top, rear of the scope, just in front of the eye piece. Install a lithium CR2 battery. Reinstall the battery cover. NOTE: A sticker on the underside of the battery contains basic set-up instructions.



2. LaserScope Battery Life:

Battery life is nominally rated at 5000 cycles. This will vary depending on the quality of the battery and the temperatures at which the unit is operated. Batteries lose a good deal of their power potential in colder temperatures.

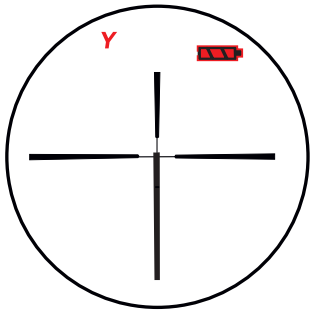
Battery: Full

Battery: Half
Carry a spare

Battery: Low -
Replace the battery

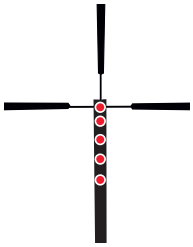
3. Start the electronics

Press the main switch button on the left side of the scope, just behind the Burris logo. Look through the scope. It should show two things: the yards(Y) or meters(M) indication illuminated along with the battery status indicator. The indicators will stay on for 1½ minutes.

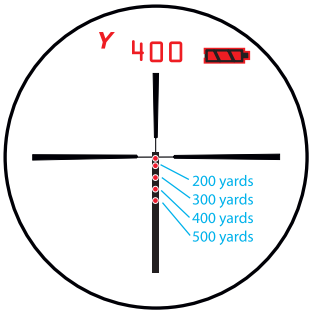


4. Use as a conventional laser ranging scope

Start the electronics and aim at a target. Press either the left side button again or the Remote Activation Switch. The scope will display the horizontal range to your target at the top and also display 5 illuminated dots along the lower cross hair post. These 5 illuminated dots correspond to aiming points on the versatile Ballistic Plex. (Unless a Ballistic Table has been previously set.)



The range displayed is the horizontal distance to the target. The Eliminator LaserScope has a built-in angle sensor and it converts the actual distance to horizontal distance. The horizontal distance is mostly what affects a bullet's trajectory so no matter what the uphill or downhill angle, the Eliminator automatically calculates the distance to use for aiming point selection. The five dots are the hold points of a conventional Burris Ballistic Plex reticle. You can pick the correct dot for the range and make the shot – OR go to the next section to program your specific cartridge's trajectory curve, which allows the Eliminator LaserScope to provide you ONLY the holdover point, for whatever yardage is displayed.



If the scope fails to get an accurate range reading, it will display a line of three flashing bars.

Remote Transmitter:

The LaserScope comes with a Remote Transmitter to make ranging more convenient. Position the Remote Transmitter on the fore end of a rifle as shown below. It can also be positioned on the Objective Bell of the LaserScope. The LaserScope is Remote-capable for a full 1 1/2 hours every time the Main Switch is depressed.

Remote Transmitter must be located in this area (on either side of the LaserScope) within 20 inches of the Remote Receiver

Remote Transmitter Battery:

Common CR2025 battery. Battery life is nominally rated at 5000 cycles. To change, using a finger nail or small screwdriver, pry the back over off of the Remote. For removal, the battery must be tilted and slid out of the holder. Reverse the process for installation of the new battery and snap the back over onto the Remote.

5. Set Up the Eliminator For Your Specific Cartridge

First decision - What Units do you want to work in, Yards or Meters? Y/M

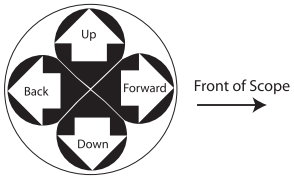
Second decision - Do you want to zero at 100 or 200 Yards / Meters?

Info Needed - Drop in inches of your cartridge at 500 Yards if you zero at 100 Yards (Drop Number).

There are several ways to determine your Drop Number:
1. For factory loads this Guide shows the drop number for most of the currently available factory ammo. See pages 4-7.
2. Factory ammo web sites sometimes provide this information.
3. The drop number may appear on the ammo box.
4. Ballistics Software Programs
5. Actual shooting at 100 yards and at 500 yards.
6. Burris website-www.burrisoptics.com

No matter what units you chose to work in (yards or meters), and **no matter what distance you intend to Zero at, the Ballistic Table is selected based on drop at 500 Yards when zeroed at 100 Yards.** Your 3 digit Ballistic Table will begin with a "1" if you intend to sight-in at 100 yards/meters or a "2" if you intend to sight-in at 200 yards/meters. This number is followed by your Drop Number which will vary between 25 and 63. The complete Ballistic Table will be a number between 125 and 163 or 225 and 263.

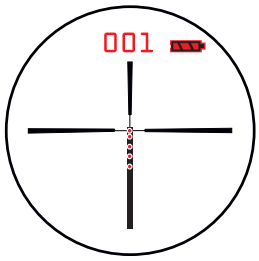
There are four arrows on the Setup button on the right side of the scope. These are used only for programming. They have no function during normal use of the scope.



Enter Set-Up Mode

1. Turn on the scope.

2. Then press and hold the Main Switch button and the Forward Arrow on the Setup button (at the same time) for six seconds. Looking through the scope, you will see a change in the display. Release the two buttons when the display changes. This is called "Setup Mode". First a number appears for two seconds. That number is the firmware version. Next the display shows the currently selected (Y)ards or (M)eters and Ballistic Table. On new scopes the reading will be "Y 000" which is the default table. If a Ballistic Table has been previously selected, the designation for that Table is displayed.



Firmware version

Default setting

Last setting

3. With the currently selected table displayed you have 30 seconds to click the Forward Arrow button to enter the Ballistic Table select mode. The "T" (for table select) is lit steady, the Unit (Y or M) is flashing. Press the Up Arrow to select Y (yards) or the Down Arrow to select M (meters). When you have the measurement unit you want flashing, press and release the Forward Arrow button to select your choice.

Select or Change Meters

Select or Change Yards

4. The "T" is still on steady, your unit is on and steady, your first numeric digit is flashing, and the other two are out. Select your Zero Distance - 0 (= default table only), 1 (= 100 Yards/Meters), or 2 (= 200Yards/Meters). Press the Up Arrow to increase the number or the Down Arrow to decrease it. When your preferred sight-in distance is displayed (flashing), press and release the Forward Arrow button.

Set Zero Distance (1 or 2)

Complete the Ballistic Table with your Drop Number

5. The last two numbers (for your Drop Number or Ballistic Table) should be flashing. Press the Up Arrow to increase the number, or the Down Arrow to decrease it. When the Drop Number you want is displayed (flashing), press and release the Back Arrow button to exit the Set-Up mode.

6. You are ready to go shooting. Re-zero the gun if neccessary at your selected sight-in distance. Then verify point of impact by actual shooting at 500 yards. Depending on the exact ammo performance, your gun's barrel length, the elevation, and any extreme temperatures, you might need to increase or decrease your Ballistic Table by a couple of digits for exacting performance.

Your programming is stored in the scope no matter the condition of your battery and it will still remember your programming with no battery at all.

Understanding The Ballistic Table Display:

Ballistic Table M234 means: (M)eters, 200Meter Zero, a cartridge with 34 inches of drop at 500 yard when zeroed at 100 yards.

Ballistic Table Y157 means: (Y)ards, 100Yard Zero, a cartridge with 57 inches of drop at 500 yards when zeroed at 100 yards.

Eliminator Essentials

1. The trajectory compensation feature is calibrated for use only on 12x magnification.
2. The center crosshair must be used for ranging.
3. An illuminated aiming dot will remain lit for approximately 80 seconds. If you fail to shoot before the dot goes out, you will need to re-range using the center crosshair.
4. There can be several possible causes that result in the Eliminator's inability to determine the distance to a target including: Nearby obstacles between the scope and the target such as grass, twigs, or leaves; Rain, snow, mist or other airborne debris; Dirty objective lens; Poor target quality for reflecting the laser back to the scope coupled with long distances; Low battery.
5. If you have programmed the scope for a particular cartridge, and the range to the target cannot be determined, the scope will display three horizontal lines in the yards/meters area, and five illuminated dots that serve as a 'custom' Ballistic Plex that is accurately calibrated to your cartridge.
6. If the Eliminator ever seems to be working improperly, there is a good chance that it needs a new battery. First, simply disconnect the existing battery and reinstall and check for function. If this doesn't solve the issue, install a new battery.

Technical Notes

Fine Tuning and Altitude

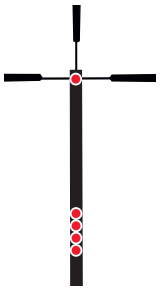
Ammo makers generally state their bullet drop numbers at sea level. Very generally, big game hunting bullets drop at 500 yards about ½ inch less for each additional 1000 feet of elevation. So, if you going to hunt at 6,000 feet elevation and your ammo box says you should have 40 inches of drop at 500 yards with a 100 yard zero, then you would want to select the Ballistic Number 37 instead of 40. Our website www.burrisoptics.com contains charts showing more specific altitude adjustments for each cartridge. Other ballistics software programs can also provide you even more precise information.

Depending on the exact ammo performance, your gun's barrel length, the elevation, and any extreme temperatures, you might need to increase or decrease your Ballistic Table by a couple of digits for exacting performance. Ballistics software programs are of great benefit to get you close, but nothing beats firing five shot groups with the actual ammo at 500 yards to provide you with the most precise information possible in order to perfectly program your Eliminator Laserscope.

Extreme Range Shooting (Beyond 500 yards)

The factors that influence a bullet in flight at extreme range are many and their relationships are complex.

The BC (Ballistic Coefficient) of your bullet is a factor that describes how fast the bullet slows down. The ACTUAL BC of a bullet and the PUBLISHED BC can be different and can affect your Ballistic Table. In developing the simple-to-use programming, Burris leaned more towards the premium ammunition with premium bullets. For all practical purposes, from 100 to 500 yards, the way the Eliminator Laserscope works there exists very little bullet flight error from one bullet to another. The BC values of most available bullets are on our website. However, going beyond 500 yards, there can be sizable differences in actual point of impact depending on the BC of the bullet you are using. The chart on page 8 lists the actual BC numbers used for each Ballistic Table. To take full and simple advantage of The Eliminator Laserscope for shooting beyond 500 yards, one would be wise to use a bullet that closely matches the values we represent in the chart. **Also, when the Eliminator Laserscope gets a distance reading that is beyond the capability of the reticle's drop compensation, the bottom four dots will light up signifying to you that the target is beyond the reticle's capability.**



Specifications

Operating Temperature:
+14° to +122° fahrenheit
-10° to +50° celsius

Storage Temperature:
-13° to +158° fahrenheit
-25° to +70° degrees celsius

Effective Range:
Deer: 50 yards to 550 yards
Reflective Target: 50 yards to 800 yards

Ranging Accuracy:
Less than 100 yards: +/-1 yard
100 - 550 yards: +/-2 yards
More than 550 yards: +/-3 yards

Cartridge	Brand	Wt	Bullet	Adv Vel	"100 Zero, 500 Yard Drop"	Drop Number. Ballistic Table
17 Rem.	Rem. AccuTip	20	AccuTip-V	4250	-35.5	36
17 Rem.	Rem. Rifle	25	HP	4040	-40.0	40
17 Rem. Fireball	Rem. AccuTip	20	AccuTip-V	4000	-41.5	42
17 Rem. Fireball	Rem. UMC	25	UMC Jacketed HP	3850	-43.7	44
204 Ruger	Rem. AccuTip	32	AccuTip-V	4225	-31.8	32
204 Ruger	Win. Supreme	32	Ballistic Silvertip	4050	-36.0	36
204 Ruger	Fed. V-SHOK	32	Nosler Ballistic Tip	4030	-36.2	36
204 Ruger	Hornady Varmint	32	V-MAX	4225	-31.8	32
204 Ruger	Win. Super-X	34	Hollow Point	4025	-46.1	46
204 Ruger	Fed. V-SHOK	39	Sierra BlitzKing	3750	-34.0	34
204 Ruger	Rem. AccuTip	40	AccuTip-V Boat Tail	3900	-31.5	32
204 Ruger	Hornady Varmint	40	V-MAX	3900	-31.5	32
204 Ruger	Hornady Varmint	45	SP	3625	-41.1	41
220 Swift	Fed. V-SHOK	40	Nosler Ballistic Tip	4250	-30.1	30
220 Swift	Hornady Varmint	40	V-MAX w/Moly	4200	-33.8	34
220 Swift	Win. Super-X	50	Pointed Soft Point	3870	-41.6	42
220 Swift	Rem. Rifle	50	PSP	3780	-51.2	51
220 Swift	Hornady Varmint	50	V-MAX w/Moly	3850	-35.7	36
220 Swift	Fed. V-SHOK	52	Sierra MatchKing BTHP	3830	-38.5	38
220 Swift	Hornady Varmint	55	V-MAX	3680	-38.4	38
220 Swift	Hornady Varmint	55	V-MAX w/Moly	3680	-38.4	38
220 Swift	Hornady Custom	60	HP	3600	-39.6	40
222 Rem.	Hornady Varmint	40	V-MAX	3600	-50.1	50
222 Rem.	Fed. V-SHOK	40	Nosler Ballistic Tip	3450	-50.3	50
222 Rem.	Hornady Varmint	50	V-MAX w/Moly	3140	-59.5	60
222 Rem.	Rem. AccuTip	50	AccuTip-V Boat Tail	3140	-59.5	60
222 Rem.	Fed. POWER-SHOK	50	Soft Point	3140	-63.8	64
22-250 Rem.	Hornady Varmint	40	V-MAX	4150	-34.8	35
22-250 Rem.	Hornady Varmint	40	V-MAX w/Moly	4150	-34.8	35
22-250 Rem.	Fed. V-SHOK	43	Speer TNT Green	4000	-53.6	54
22-250 Rem.	Rem. Varmint	45	Iron-Tin Core HP	4000	-49.1	49
22-250 Rem.	Rem. UMC	45	UMC Jacketed HP	4000	-44.8	45
22-250 Rem.	Hornady Varmint	50	V-MAX	3800	-36.9	37
22-250 Rem.	Hornady Varmint	50	V-MAX w/Moly	3800	-36.9	37
22-250 Rem.	Rem. AccuTip	50	AccuTip-V Boat Tail	3800	-36.9	37
22-250 Rem.	Rem. UMC	50	UMC Jacketed HP	3820	-44.9	45
22-250 Rem.	Win. Supreme	50	Ballistic Silvertip	3810	-37.1	37
22-250 Rem.	Hornady Varmint	55	V-MAX	3680	-38.4	38
22-250 Rem.	Hornady Varmint	55	V-MAX w/Moly	3680	-38.4	38
22-250 Rem.	Rem. Rifle	55	PSP	3680	-48.1	48
22-250 Rem.	Fed. V-SHOK	55	Sierra BlitzKing	3625	-38.0	38
22-250 Rem.	Fed. V-SHOK	55	Sierra GameKing BTHP	3650	-39.7	40
22-250 Rem.	Fed. POWER-SHOK	55	Soft Point	3650	-43.5	43
22-250 Rem.	Win. Supreme	55	Ballistic Silvertip	3680	-37.2	37
22-250 Rem.	Win. Super-X	55	Pointed Soft Point	3680	-48.1	48
22-250 Rem.	Hornady Custom	60	SP	3530	-41.6	42
22-250 Rem.	Fed. VITAL-SHOK	60	Nosler Partition	3500	-48.1	48
22-250 Rem.	Win. Super-X	64	Power-Point	3500	-44.1	44
223 Rem.	Hornady Varmint	40	V-MAX	3800	-43.6	44
223 Rem.	Hornady Varmint	40	V-MAX w/Moly	3800	-43.6	44
223 Rem.	Fed. V-SHOK	40	Nosler Ballistic Tip	3700	-42.3	42
223 Rem.	Rem. UMC	45	UMC Jacketed HP	3550	-61.0	61
223 Rem.	Rem. AccuTip	50	AccuTip-V Boat Tail	3410	-48.4	48
223 Rem.	Fed. Am Eagle	50	JHP	3325	-59.8	60
223 Rem.	Fed. Am Eagle	50	JHP	3325	-59.8	60
223 Rem.	Rem. UMC	50	UMC Jacketed HP	3425	-59.3	59
223 Rem.	Win. Supreme	50	Ballistic Silvertip	3410	-49.0	49
223 Rem.	Hornady Match	53	HP W/C	3330	-56.2	56
223 Rem.	Win. Super-X	53	Hollow Point	3330	-55.0	55
223 Rem.	Hornady Tactical	55	TAP-FPD	3240	-52.8	53
223 Rem.	Hornady Varmint	55	V-MAX	3240	-52.8	53
223 Rem.	Hornady Varmint	55	V-MAX w/Moly	3240	-52.8	53
223 Rem.	Rem. AccuTip	55	AccuTip-V	3240	-52.8	53
223 Rem.	Fed. VITAL-SHOK	55	Barnes TSX	3200	-62.9	63
223 Rem.	Fed. Am Eagle	55	FMJ-BT	3240	-51.2	51
223 Rem.	Fed. POWER-SHOK	55	FMJ-BT	3240	-51.2	51
223 Rem.	Rem. Rifle	55	Metal Case	3240	-64.8	65
223 Rem.	Fed. V-SHOK	55	Nosler Ballistic Tip	3240	-51.2	51
223 Rem.	Rem. Power-Lokt	55	Power-Lokt HP	3240	-62.6	63
223 Rem.	Rem. Rifle	55	PSP	3240	-66.5	66
223 Rem.	Fed. V-SHOK	55	Sierra GameKing BTHP	3240	-53.3	53
223 Rem.	Fed. POWER-SHOK	55	Soft Point	3240	-59.2	59
223 Rem.	Rem. UMC	55	UMC Metal Case	3240	-64.8	65
223 Rem.	Win. Supreme	55	Ballistic Silvertip	3240	-51.1	51
223 Rem.	Win. Super-X	55	Pointed Soft Point	3240	-66.5	66
223 Rem.	Hornady Tactical	60	TAP-FPD	3115	-56.5	56
223 Rem.	Fed. VITAL-SHOK	60	Nosler Partition	3160	-61.3	61
223 Rem.	Rem. Rifle	62	Closed Tip Flat Base	3100	-57.9	58
223 Rem.	Rem. Core-Lokt Ultra	62	Core-Lokt Ultra Bond	3100	-63.2	63
223 Rem.	Fed. Am Eagle	62	FMJ-BT	3020	-55.7	56
223 Rem.	Fusion	62	Fusion	3000	-55.6	56
223 Rem.	Fed. POWER-SHOK	64	Soft Point	3050	-61.4	61
223 Rem.	Win. Super-X	64	Power-Point	3020	-62.6	63
223 Rem.	Rem. Match	69	MatchKing BTHP	3000	-53.5	53
223 Rem.	Fed. GOLD MEDAL	69	Sierra MatchKing BTHP	2950	-59.6	60
223 Rem.	Hornady Match	75	BTHP Match	2790	-58.8	59
223 Rem.	Hornady Tactical	75	TAP-FPD	2790	-58.8	59
223 Rem.	Rem. Match	77	MatchKing BTHP	2788	-61.4	61
223 Rem.	Fed. GOLD MEDAL	77	Sierra MatchKing BTHP	2720	-64.4	64
223 WSSM	Win. Supreme	55	Ballistic Silvertip	3850	-32.5	32
223 WSSM	Win. Super-X	55	Pointed Soft Point	3850	-36.8	37
223 WSSM	Win. Super-X	64	Power-Point	3600	-43.5	44
243 Win.	Fed. V-SHOK	55	Nosler Ballistic Tip	3850	-32.4	32
243 Win.	Win. Supreme	55	Ballistic Silvertip	3910	-31.2	31
243 Win.	Hornady Varmint	58	V-MAX w/Moly	3750	-37.2	37
243 Win.	Fed. V-SHOK	70	Nosler Ballistic Tip	3450	-40.0	40
243 Win.	Hornady Custom	75	HP	3340	-44.4	44
243 Win.	Rem. AccuTip	75	AccuTip-V Boat Tail	3375	-40.5	40
243 Win.	Rem. Copper Solid	80	Copper Solid Tipped	3350	-43.6	44
243 Win.	Rem. Power-Lokt	80	Power-Lokt HP	3350	-48.6	49
243 Win.	Rem. Rifle	80	PSP	3350	-48.6	49
243 Win.	Fed. POWER-SHOK	80	Soft Point	3330	-39.8	40
243 Win.	Win. Super-X	80	Pointed Soft Point	3350	-48.6	49
243 Win.	Hornady LM	85	InterBond	3175	-43.0	43
243 Win.	Fed. VITAL-SHOK	85	Barnes TSX	3200	-46.3	46
243 Win.	Fed. VITAL-SHOK	85	Sierra GameKing BTHP	3300	-44.0	44
243 Win.	Rem. Scirocco	90	Swift Scirocco Bonded	3120	-45.2	45
243 Win.	Hornady Custom	95	SST InterLock	2950	-54.1	54
243 Win.	Hornady LM	95	SST Interlock	3100	-48.0	48
243 Win.	Rem. AccuTip	95	AccuTip	3120	-47.2	47
243 Win.	Fusion	95	Fusion	2980	-51.3	51
243 Win.	Fed. VITAL-SHOK	95	Nosler Ballistic Tip	3025	-49.7	50
243 Win.	Win. Supreme	95	Ballistic Silvertip	3100	-45.4	45
243 Win.	Win. Supreme	95	XP3	3100	-44.8	45
243 Win.	Hornady Custom	100	BTSP InterLock	2960	-50.4	50
243 Win.	Hornady LM	100	BTSP InterLock	3100	-45.1	45
243 Win.	Rem. Core-Lokt	100	Core-Lokt PSP	2960	-53.6	54
243 Win.	Rem. Core-Lokt Ultra	100	Core-Lokt Ultra Bond	2960	-52.4	52
243 Win.	Fed. VITAL-SHOK	100	Nosler Partition	2850	-56.7	57
243 Win.	Fed. VITAL-SHOK	100	Sierra GameKing BTSP	2960	-49.3	49
243 Win.	Fed. POWER-SHOK	100	Soft Point	2960	-53.2	53
243 Win.	Win. Super-X	100	Power-Point	2960	-53.6	54
243 WSSM	Win. Supreme	55	Ballistic Silvertip	4060	-28.4	28
243 WSSM	Win. Supreme	95	Ballistic Silvertip	3150	-43.6	44
243 WSSM	Win. Supreme	95	XP3	3150	-43.1	43
243 WSSM	Win. Super-X	100	Power-Point	3110	-47.5	48
6mm Rem.	Fed. POWER-SHOK	80	Soft Point	3400	-37.6	38
6mm Rem.	Fed. VITAL-SHOK	85	Barnes TSX	3350	-41.4	41
6mm Rem.	Hornady Custom	95	SST InterLock	3100	-48.0	48
6mm Rem.	Hornady Custom	100	BTSP Interlock	3100	-45.1	45
6mm Rem.	Hornady LM	100	BTSP InterLock	3250	-40.2	40
6mm Rem.	Rem. Core-Lokt	100	Core-Lokt PSP	3100	-47.9	48
6mm Rem.	Fed. VITAL-SHOK	100	Nosler Partition	3100	-46.0	46
6mm Rem.	Fed. POWER-SHOK	100	Soft Point	3100	-47.8	48
6mm Rem.	Win. Super-X	100	Power-Point	3100	-47.9	48
25 WSSM	Win. Supreme	85	Ballistic Silvertip	3470	-37.6	38
25 WSSM	Win. Supreme	110	AccuBond CT	3100	-44.4	44
25 WSSM	Win. Supreme	115	Ballistic Silvertip	3060	-44.8	45
25 WSSM	Win. Super-X	120	Positive Exp. Point	2990	-53.3	53
25-06 Rem.	Fed. V-SHOK	85	Nosler Ballistic Tip	3550	-35.5	35
25-06 Rem.	Win. Supreme	85	Ballistic Silvertip	3470	-37.6	38
25-06 Rem.	Win. Super-X	90	Positive Exp. Point	3440	-45.0	45
25-06 Rem.	Fed. VITAL-SHOK	100	Barnes TSX	3210	-41.1	41
25-06 Rem.	Rem. Core-Lokt	100	Core-Lokt PSP	3230	-48.5	48
25-06 Rem.	Fed. VITAL-SHOK	100	Nosler Ballistic Tip	3220	-41.4	41
25-06 Rem.	Win. Supreme	110	AccuBond CT	3100	-44.4	44
25-06 Rem.	Rem. Core-Lokt Ultra	115	Core-Lokt Ultra Bond	3000	-50.3	50
25-06 Rem.	Fed. VITAL-SHOK	115	Nosler Partition	3030	-48.0	48

Cartridge	Brand	Wt	Bullet	Adv Vel	"100 Zero, 500 Yard Drop"	Drop Number. Ballistic Table
25-06 Rem.	Win. Supreme	115	Ballistic Silvertip	3060	-44.8	45
25-06 Rem.	Hornady Custom	117	BTSP InterLock	2990	-49.9	50
25-06 Rem.	Hornady LM	117	BTSP InterLock	3110	-45.4	45
25-06 Rem.	Hornady Custom	117	SST InterLock	2990	-50.0	50
25-06 Rem.	Fed. VITAL-SHOK	117	Sierra GameKing BTSP	3030	-47.1	47
25-06 Rem.	Fed. POWER-SHOK	117	Speer Hot-Cor SP	3030	-50.0	50
25-06 Rem.	Rem. Core-Lokt	120	Core-Lokt PSP	2990	-51.9	52
25-06 Rem.	Fusion	120	Fusion	2980	-46.6	47
25-06 Rem.	Win. Super-X	120	Positive Exp. Point	2990	-53.3	53
257 Roberts	Hornady Custom	117	BTSP InterLock	2780	-59.5	59
257 Roberts	Hornady LM	117	SST InterLock	2940	-52.1	52
257 Roberts +P	Fed. VITAL-SHOK	120	Nosler Partition	2800	-58.3	58
260 Rem.	Rem. AccuTip	120	AccuTip Boat Tail	2890	-49.9	50
260 Rem.	Fed. VITAL-SHOK	120	Barnes TSX	2930	-52.6	53
260 Rem.	Fusion	120	Fusion	2950	-51.7	52
260 Rem.	Fed. VITAL-SHOK	120	Nosler Ballistic Tip	2950	-49.7	50
260 Rem.	Rem. Core-Lokt	140	Core-Lokt PSP	2750	-58.3	58
260 Rem.	Rem. Core-Lokt Ultra	140	Core-Lokt Ultra Bond	2750	-57.2	57
260 Rem.	Fed. VITAL-SHOK	140	Sierra GameKing BTSP	2700	-61.7	62
264 Win. Mag.	Rem. Core-Lokt	140	Core-Lokt PSP	3030	-48.8	49
264 Win. Mag.	Win. Super-X	140	Power-Point	3030	-48.8	49
270 Wby Mag	Fed. VITAL-SHOK	130	Barnes TTSX	3200	-40.7	41
270 Wby Mag	Fed. VITAL-SHOK	130	Trophy Bonded Tip	3200	-40.7	41
270 Win.	Rem. Rifle	100	PSP	3320	-50.1	50
270 Win.	Fed. VITAL-SHOK	110	Barnes Tipped TSX	3400	-36.9	37
270 Win.	Hornady Custom	130	GMX	3060	-44.2	44
270 Win.	Hornady Custom	130	InterBond	3060	-44.2	44
270 Win.	Hornady LM	130	InterBond	3215	-39.3	39
270 Win.	Hornady Custom	130	SP InterLock	3060	-46.4	46
270 Win.	Hornady Custom	130	SST InterLock	3060	-44.2	44
270 Win.	Rem. AccuTip	130	AccuTip Boat Tail	3060	-44.7	45
270 Win.	Fed. VITAL-SHOK	130	Barnes TSX	3060	-45.1	45
270 Win.	Rem. Bronze Pt	130	Bronze Point	3060	-48.4	48
270 Win.	Rem. Copper Solid	130	Copper Solid Tipped	3060	-45.4	45
270 Win.	Rem. Core-Lokt	130	Core-Lokt PSP	3060	-51.0	51
270 Win.	Fusion	130	Fusion	3050	-47.2	47
270 Win.	Fed. VITAL-SHOK	130	Nosler Ballistic Tip	3060	-45.1	45
270 Win.	Fed. VITAL-SHOK	130	Nosler Partition	3060	-45.9	46
270 Win.	Fed. VITAL-SHOK	130	Sierra GameKing BTSP	3060	-45.1	45
270 Win.	Fed. POWER-SHOK	130	Soft Point	3060	-48.6	49
270 Win.	Rem. Scirocco	130	Swift Scirocco Bonded	3060	-45.3	45
270 Win.	Fed. VITAL-SHOK	130	Trophy Bonded Tip	3060	-45.1	45
270 Win.	Fed. VITAL-SHOK	130	Trophy Bonded Tip	3200	-40.7	41
270 Win.	Win. Supreme	130	Ballistic Silvertip	3050	-45.6	46
270 Win.	Win. Supreme	130	E-Tip	3050	-44.6	45
270 Win.	Win. Super-X	130	Power-Point	3060	-48.4	48
270 Win.	Win. Super-X	130	Silvertip	3060	-51.0	51
270 Win.	Win. Supreme	130	XP3	3050	-45.5	46
270 Win.	Hornady Custom	140	BTSP InterLock	2940	-47.7	48
270 Win.	Hornady LM	140	BTSP InterLock	3100	-42.0	42
270 Win.	Hornady Custom	140	SST InterLock	2940	-47.4	47
270 Win.	Rem. Core-Lokt Ultra	140	Core-Lokt Ultra Bond	2925	-54.9	55
270 Win.	Fed. VITAL-SHOK	140	Nosler AccuBond	2950	-47.0	47
270 Win.	Rem. A-Frame	140	Swift A-Frame PSP	2925	-56.6	57
270 Win.	Win. Supreme	140	AccuBond CT	2950	-47.8	48
270 Win.	Hornady Custom	150	SP InterLock	2840	-52.7	53
270 Win.	Fusion	150	Fusion	2850	-51.4	51
270 Win.	Fed. VITAL-SHOK	150	Nosler Partition	2830	-53.4	53
270 Win.	Fed. VITAL-SHOK	150	Sierra GameKing BTSP	2830	-52.4	52
270 Win.	Fed. VITAL-SHOK	150	Trophy Bonded Tip	2830	-52.4	52
270 Win.	Win. Super-X	150	Power-Point	2850	-59.8	60
270 Win.	Win. Supreme	150	XP3	2950	-46.8	47
270 WSM	Fed. VITAL-SHOK	110	Barnes TTSX	3500	-34.5	35
270 WSM	Fed. VITAL-SHOK	130	Barnes TTSX	3280	-38.0	38
270 WSM	Fed. VITAL-SHOK	130	Nosler Ballistic Tip	3300	-37.4	37
270 WSM	Fed. POWER-SHOK	130	Soft Point	3250	-41.9	42
270 WSM	Fed. VITAL-SHOK	130	Trophy Bonded Tip	3280	-38.0	38
270 WSM	Win. Supreme	130	Ballistic Silvertip	3275	-38.4	38
270 WSM	Rem. Core-Lokt	130	Core-Lokt Soft Point	3285	-42.8	43
270 WSM	Win. Supreme	130	E-Tip	3275	-37.5	38
270 WSM	Win. Supreme	130	XP3	3275	-38.3	38
270 WSM	Fed. VITAL-SHOK	140	Nosler AccuBond	3200	-38.6	39
270 WSM	Win. Supreme	140	AccuBond CT	3200	-39.3	39
270 WSM	Fusion	150	Fusion	3080	-42.0	42
270 WSM	Fed. VITAL-SHOK	150	Nosler Partition	3100	-42.8	43
270 WSM	Fed. VITAL-SHOK	150	Trophy Bonded Tip	3100	-42.8	43
270 WSM	Win. Supreme	150	Ballistic Silvertip	3120	-41.1	41
270 WSM	Win. Super-X	150	Power-Point	3150	-46.9	47
270 WSM	Win. Supreme	150	XP3	3120	-40.9	41
280 Rem.	Hornady Custom	139	SST	3000	-45.5	45
280 Rem.	Hornady LM	139	SST Moly LM Interlock	3110	-41.7	42
280 Rem.	Rem. AccuTip	140	AccuTip	3000	-45.5	45
280 Rem.	Fed. VITAL-SHOK	140	Barnes TSX	2960	-51.2	51
280 Rem.	Rem. Core-Lokt	140	Core-Lokt PSP	3000	-49.7	50
280 Rem.	Fusion	140	Fusion	2990	-46.2	46
280 Rem.	Fed. VITAL-SHOK	140	Nosler Ballistic Tip	2990	-46.2	46
280 Rem.	Fed. VITAL-SHOK	140	Trophy Bonded Tip	2950	-49.7	50
280 Rem.	Win. Supreme	140	Ballistic Silvertip	3040	-44.1	44
280 Rem.	Rem. Core-Lokt	150	Core-Lokt PSP	2890	-57.7	58
280 Rem.	Fed. VITAL-SHOK	150	Nosler Partition	2890	-50.5	51
280 Rem.	Fed. POWER-SHOK	150	Soft Point	2890	-52.5	53
280 Rem.	Fed. VITAL-SHOK	160	Trophy Bonded Tip	2800	-51.8	52
284 Win.	Win. Super-X	150	Power-Point	2860	-57.6	58
7mm Rem. Mag	Fed. VITAL-SHOK	110	Barnes TTSX	3500	-35.7	36
7mm Rem. Mag	Hornady Custom	139	BTSP InterLock	3150	-41.5	41
7mm Rem. Mag	Hornady Custom	139	GMX	3150	-40.4	40
7mm Rem. Mag	Hornady Custom	139	InterBond	3150	-40.4	40
7mm Rem. Mag	Hornady HM	139	InterBond HM w/Moly	3250	-37.5	37
7mm Rem. Mag	Hornady HM	139	SST Moly HM InterLock	3250	-37.5	37
7mm Rem. Mag	Fed. VITAL-SHOK	140	Barnes TSX	3120	-45.2	45
7mm Rem. Mag	Fed. VITAL-SHOK	140	Nosler AccuBond	3110	-41.6	42
7mm Rem. Mag	Fed. VITAL-SHOK	140	Nosler Partition	3150	-42.4	42
7mm Rem. Mag	Rem. AccuTip	140	AccuTip Boat Tail	3175	-39.7	40
7mm Rem. Mag	Rem. Copper Solid	140	Copper Solid Tipped	3175	-40.2	40
7mm Rem. Mag	Rem. Core-Lokt	140	Core-Lokt PSP	3175	-43.3	43
7mm Rem. Mag	Rem. Core-Lokt	140	Core-Lokt PSP	2710	-63.5	64
7mm Rem. Mag	Rem. Core-Lokt Ultra	140	Core-Lokt Ultra Bond	3175	-42.4	42
7mm Rem. Mag	Win. Supreme	140	AccuBond CT	3180	-40.3	40
7mm Rem. Mag	Win. Supreme	140	Ballistic Silvertip	3110	-42.5	43
7mm Rem. Mag	Win. Supreme	140	E-Tip	3100	-41.7	42
7mm Rem. Mag	Fusion	150	Fusion	3050	-43.0	43
7mm Rem. Mag	Fed. VITAL-SHOK	150	Nosler Ballistic Tip	3025	-44.4	44
7mm Rem. Mag	Fed. VITAL-SHOK	150	Sierra GameKing BTSP	3110	-43.2	43
7mm Rem. Mag	Fed. POWER-SHOK	150	Soft Point	3110	-47.3	47
7mm Rem. Mag	Rem. AccuTip	150	AccuTip Boat Tail	3110	-40.5	41
7mm Rem. Mag	Rem. Core-Lokt	150	Core-Lokt PSP	3110	-48.2	48
7mm Rem. Mag	Rem. Scirocco	150	Swift Scirocco Bonded	3110	-40.4	40
7mm Rem. Mag	Win. Supreme	150	Ballistic Silvertip	3100	-41.8	42
7mm Rem. Mag	Win. Super-X	150	Power-Point	3090	-47.2	47
7mm Rem. Mag	Hornady Custom	154	InterBond	3035	-42.9	43
7mm Rem. Mag	Hornady Custom	154	SP InterLock	3035	-46.2	46
7mm Rem. Mag	Hornady Custom	154	SST InterLock	3035	-43.1	43
7mm Rem. Mag	Fed. VITAL-SHOK	160	Barnes TSX	2940	-46.5	47
7mm Rem. Mag	Fed. VITAL-SHOK	160	Nosler AccuBond	2900	-47.3	47
7mm Rem. Mag	Fed. VITAL-SHOK	160	Nosler Partition	2950	-47.9	48
7mm Rem. Mag	Fed. VITAL-SHOK	160	Trophy Bonded Tip	2900	-48.2	48
7mm Rem. Mag	Rem. Core-Lokt Ultra	160	Core-Lokt Ultra Bond	2950	-50.3	50
7mm Rem. Mag	Win. Supreme	160	AccuBond CT	2950	-46.5	46
7mm Rem. Mag	Win. Supreme	160	XP3	2950	-46.5	46
7mm Rem. Mag	Hornady Custom	162	BTSP InterLock	2940	-46.8	47
7mm Rem. Mag	Fed. VITAL-SHOK	165	Sierra GameKing BTSP	2950	-47.9	48
7mm Rem. Mag	Fusion	175	Fusion	2760	-53.8	54
7mm Rem. Mag	Fed. POWER-SHOK	175	Soft Point	2860	-53.0	53
7mm Rem. Mag	Fed. VITAL-SHOK	175	Trophy Bear Claw	2750	-60.0	60
7mm Rem. Mag	Rem. Core-Lokt	175	Core-Lokt PSP	2860	-53.6	54
7mm Rem. Mag	Win. Super-X	175	Power-Point	2860	-53.6	54
7mm Rem. SAUM	Rem. Core-Lokt Ultra	140	Core-Lokt Ultra Bond	3175	-42.4	42
7mm Rem. SAUM	Rem. Core-Lokt	150	Core-Lokt PSP	3110	-48.2	48
7mm Rem. SAUM	Rem. Core-Lokt Ultra	160	Core-Lokt Ultra Bond	2960	-50.0	50
7mm Rem. UM	Rem. Scirocco	150	Swift Scirocco Bonded	3325	-34.4	34
7mm Rem. UM	Rem. A-Frame	175	Swift A-Frame PSP	3025	-44.4	44
7mm Rem.UM PL-I	Rem. Core-Lokt	140	Core-Lokt PSP	3000	-48.6	49
7mm Rem.UM PL-II	Rem. Core-Lokt Ultra	160	Core-Lokt Ultra Bond	2950	-50.4	50
7mm Rem.UM PL-III	Rem. Core-Lokt Ultra	140	Core-Lokt Ultra Bond	3425	-35.2	35
7mm STW	Fed. VITAL-SHOK	160	Nosler AccuBond	3100	-40.5	41
7mm Wby Mag	Hornady Custom	154	InterBond	3200	-37.8	38
7mm Wby Mag	Fed. VITAL-SHOK	160	Trophy Bonded Tip	3100	-41.3	41
7mm WSM	Fed. VITAL-SHOK	140	Nosler Ballistic Tip	3310	-35.8	36

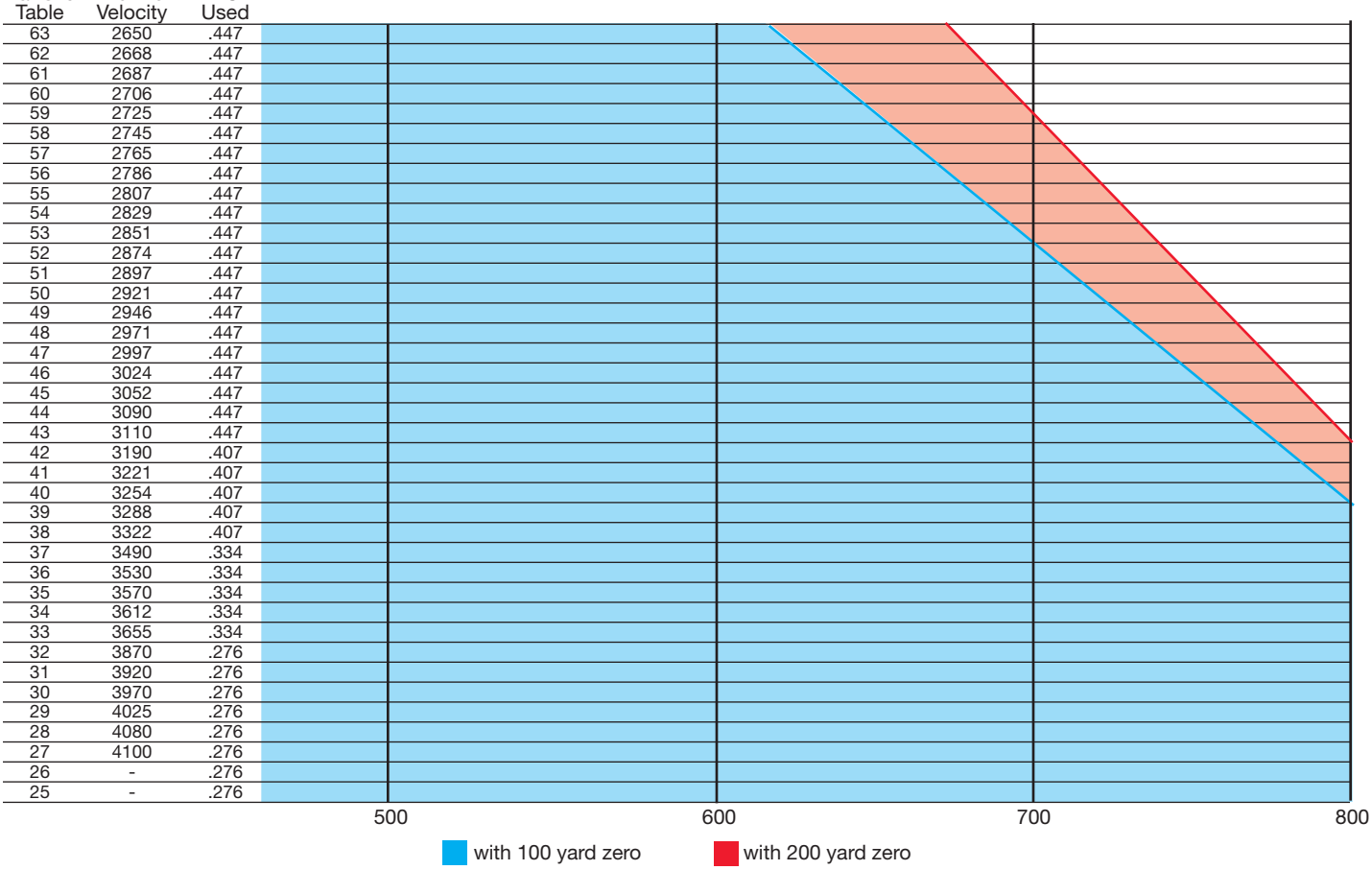
Cartridge	Brand	Wt	Bullet	Adv Vel	"100 Zero, 500 Yard Drop"	Drop Number. Ballistic Table
7mm WSM	Win. Supreme	140	AccuBond CT	3225	-38.9	39
7mm WSM	Win. Supreme	140	Ballistic Silvertip	3225	-38.9	39
7mm WSM	Win. Supreme	140	E-Tip	3150	-40.1	40
7mm WSM	Fusion	150	Fusion	3100	-41.3	41
7mm WSM	Fed. POWER-SHOK	150	Soft Point	3100	-47.8	48
7mm WSM	Win. Super-X	150	Power-Point	3200	-45.0	45
7mm WSM	Fed. VITAL-SHOK	160	Barnes TSX	2990	-45.4	45
7mm WSM	Fed. VITAL-SHOK	160	Trophy Bonded Tip	3000	-44.1	44
7mm WSM	Win. Supreme	160	AccuBond CT	3050	-42.9	43
7mm WSM	Win. Supreme	160	XP3	3050	-42.9	43
7mm-08 Rem.	Rem. Rifle	120	HP	3000	-52.9	53
7mm-08 Rem.	Hornady LM	139	SP InterLock	3000	-49.5	49
7mm-08 Rem.	Hornady Custom	139	SST InterLock	2840	-51.8	52
7mm-08 Rem.	Hornady LM	139	SST InterLock	3000	-45.5	45
7mm-08 Rem.	Rem. AccuTip	140	AccuTip Boat Tail	2860	-51.0	51
7mm-08 Rem.	Fed. VITAL-SHOK	140	Barnes TSX	2820	-57.2	57
7mm-08 Rem.	Rem. Core-Lokt	140	Core-Lokt PSP	2860	-55.7	56
7mm-08 Rem.	Fusion	140	Fusion	2850	-55.6	56
7mm-08 Rem.	Fed. VITAL-SHOK	140	Nosler Ballistic Tip	2800	-53.9	54
7mm-08 Rem.	Fed. VITAL-SHOK	140	Nosler Partition	2800	-56.0	56
7mm-08 Rem.	Fed. VITAL-SHOK	140	Trophy Bonded Tip	2800	-56.0	56
7mm-08 Rem.	Win. Supreme	140	Ballistic Silvertip	2770	-56.4	56
7mm-08 Rem.	Win. Super-X	140	Power-Point	2800	-60.9	61
7mm-08 Rem.	Fed. POWER-SHOK	150	Speer Hot-Cor SP	2650	-64.8	65
30 Rem. AR	Rem. AccuTip	125	AccuTip Boat Tail	2800	-63.3	63
300 H&H Mag	Fed. VITAL-SHOK	180	Barnes TSX	2880	-51.0	51
300 H&H Mag	Hornady Custom	180	InterBond	2870	-50.7	51
300 H&H Mag	Fed. VITAL-SHOK	180	Nosler Partition	2880	-57.4	57
300 H&H Mag	Fed. VITAL-SHOK	180	Trophy Bonded Tip	2880	-49.1	49
300 RCM	Hornady Custom	150	GMX	3200	-41.6	42
300 RCM	Hornady Custom	150	SST	3300	-38.3	38
300 RCM	Hornady Custom	165	SST	3140	-42.0	42
300 RCM	Hornady Custom	180	SST	3000	-45.6	46
300 Rem. SAUM	Rem. Core-Lokt Ultra	150	Core-Lokt Ultra Bond	3200	-46.1	46
300 Rem. SAUM	Rem. Core-Lokt	165	Core-Lokt PSP	3075	-50.1	50
300 Rem. SAUM	Rem. Core-Lokt Ultra	180	Core-Lokt Ultra Bond	2960	-50.6	51
300 Rem. SAUM	Rem. Match	190	MatchKing BTHP	2900	-47.8	48
300 Rem. UM	Rem. Core-Lokt	150	Core-Lokt PSP	2815	-64.9	65
300 Rem. UM	Rem. Scirocco	150	Swift Scirocco Bonded	3450	-33.7	34
300 Rem. UM	Fed. VITAL-SHOK	180	Barnes TSX	3150	-41.7	42
300 Rem. UM	Rem. Core-Lokt Ultra	180	Core-Lokt Ultra Bond	3250	-41.3	41
300 Rem. UM	Rem. Scirocco	180	Swift Scirocco Bonded	3250	-37.1	37
300 Rem. UM	Fed. VITAL-SHOK	180	Trophy Bonded Tip	3200	-38.6	39
300 Rem. UM	Fed. VITAL-SHOK	200	Nosler Partition	3070	-43.1	43
300 Rem.UM	Rem. A-Frame	200	Swift A-Frame PSP	3032	-48.1	48
300 Rem.UM PL-I	Rem. AccuTip	150	AccuTip Boat Tail	2910	-52.0	52
300 Rem.UM PL-I	Rem. Core-Lokt	150	Core-Lokt PSP	2910	-59.9	60
300 Rem.UM PL-II	Rem. Core-Lokt Ultra	180	Core-Lokt Ultra Bond	2980	-50.2	50
300 Rem.UM PL-II	Rem. Scirocco	180	Swift Scirocco Bonded	2980	-45.5	46
300 Wby. Mag.	Hornady Custom	150	InterBond	3375	-36.3	36
300 Wby. Mag.	Fed. VITAL-SHOK	180	Barnes TSX	3110	-42.4	42
300 Wby. Mag.	Fed. VITAL-SHOK	180	Nosler Partition	3080	-42.7	43
300 Wby. Mag.	Hornady Custom	180	SP InterLock	3120	-43.5	43
300 Wby. Mag.	Fed. VITAL-SHOK	180	Trophy Bonded Tip	3100	-41.3	41
300 Wby. Mag.	Rem. Core-Lokt	180	Core-Lokt PSP	3120	-45.5	46
300 Win. Mag	Fed. VITAL-SHOK	130	Barnes TTSX	3500	-35.7	36
300 Win. Mag	Hornady Custom	150	BTSP InterLock	3275	-42.3	42
300 Win. Mag	Rem. Copper Solid	150	Copper Solid Tipped	3290	-39.2	39
300 Win. Mag	Rem. Core-Lokt	150	Core-Lokt PSP	3290	-46.1	46
300 Win. Mag	Rem. Core-Lokt Ultra	150	Core-Lokt Ultra Bond	3290	-44.6	45
300 Win. Mag	Hornady Custom	150	GMX	3275	-39.1	39
300 Win. Mag	Hornady Custom	150	InterBond	3275	-39.1	39
300 Win. Mag	Hornady Custom	150	SST InterLock.	3275	-39.1	39
300 Win. Mag	Fusion	150	Fusion	3200	-41.4	41
300 Win. Mag	Fed. POWER-SHOK	150	Speer Hot-Cor SP	3150	-44.0	44
300 Win. Mag	Win. Supreme	150	E-Tip	3260	-37.7	38
300 Win. Mag	Win. Super-X	150	Power-Point	3290	-46.1	46
300 Win. Mag	Win. Supreme	150	XP3	3260	-38.7	39
300 Win. Mag	Hornady Custom	165	BTSP Interlock	3100	-43.8	44
300 Win. Mag	Hornady Custom	165	InterBond	3100	-43.3	43
300 Win. Mag	Hornady Custom	165	SST InterLock	3100	-43.3	43
300 Win. Mag	Fed. VITAL-SHOK	165	Barnes TSX	3050	-48.1	48
300 Win. Mag	Fusion	165	Fusion	3080	-43.5	44
300 Win. Mag	Fed. VITAL-SHOK	165	Nosler Partition	3050	-46.4	46
300 Win. Mag	Fed. VITAL-SHOK	165	Trophy Bonded Tip	3050	-44.7	45
300 Win. Mag	Rem. AccuTip	180	AccuTip Boat Tail	2960	-47.1	47
300 Win. Mag	Rem. Core-Lokt	180	Core-Lokt PSP	2960	-51.7	52
300 Win. Mag	Rem. Core-Lokt Ultra	180	Core-Lokt Ultra Bond	2960	-50.6	51
300 Win. Mag	Hornady HM	180	SP HM InterLock	3100	-44.2	44
300 Win. Mag	Hornady Custom	180	SP InterLock	2960	-49.4	49
300 Win. Mag	Hornady Custom	180	SST InterLock	2960	-47.1	47
300 Win. Mag	Rem. Scirocco	180	Swift Scirocco Bonded	2960	-46.3	46
300 Win. Mag	Fed. VITAL-SHOK	180	Barnes MRX-Bullet	2960	-44.9	45
300 Win. Mag	Fed. VITAL-SHOK	180	Barnes TSX	2960	-48.4	48
300 Win. Mag	Fusion	180	Fusion	2960	-46.6	47
300 Win. Mag	Fed. VITAL-SHOK	180	Nosler AccuBond	2960	-46.6	47
300 Win. Mag	Fed. VITAL-SHOK	180	Nosler Partition	2960	-53.2	53
300 Win. Mag	Fed. POWER-SHOK	180	Speer Hot-Cor SP	2960	-48.4	48
300 Win. Mag	Fed. VITAL-SHOK	180	Trophy Bonded Tip	2960	-46.6	47
300 Win. Mag	Win. Supreme	180	AccuBond CT	2950	-46.6	47
300 Win. Mag	Win. Supreme	180	Ballistic Silvertip	2950	-46.6	47
300 Win. Mag	Win. Supreme	180	E-Tip	2950	-46.2	46
300 Win. Mag	Win. Super-X	180	Power-Point	2960	-48.8	49
300 Win. Mag	Win. Supreme	180	XP3	3000	-44.2	44
300 Win. Mag	Fed. GOLD MEDAL	190	Sierra MatchKing BTHP	2900	-47.3	47
300 Win. Mag	Rem. A-Frame	200	Swift A-Frame PSP	2825	-57.1	57
300 Win. Mag	Fed. VITAL-SHOK	200	Trophy Bear Claw	2700	-63.0	63
300 WSM	Fed. VITAL-SHOK	130	Barnes TTSX	3500	-35.7	36
300 WSM	Fusion	150	Fusion	3250	-39.7	40
300 WSM	Fed. VITAL-SHOK	150	Nosler Ballistic Tip	3250	-39.0	39
300 WSM	Win. Supreme	150	Ballistic Silvertip	3300	-38.0	38
300 WSM	Rem. Core-Lokt	150	Core-Lokt PSP	3320	-45.1	45
300 WSM	Win. Supreme	150	E-Tip	3300	-36.6	37
300 WSM	Win. Super-X	150	Power-Point	3270	-46.8	47
300 WSM	Win. Supreme	150	XP3	3300	-37.6	38
300 WSM	Fed. VITAL-SHOK	165	Barnes TSX	3130	-45.6	46
300 WSM	Fusion	165	Fusion	3100	-42.8	43
300 WSM	Fed. VITAL-SHOK	165	Nosler Partition	3120	-44.4	44
300 WSM	Fed. VITAL-SHOK	165	Trophy Bonded Tip	3130	-42.4	42
300 WSM	Fed. VITAL-SHOK	180	Barnes MRX-Bullet	2980	-44.1	44
300 WSM	Fed. VITAL-SHOK	180	Barnes TSX	2980	-47.5	47
300 WSM	Fusion	180	Fusion	2950	-47.0	47
300 WSM	Fed. VITAL-SHOK	180	Nosler AccuBond	2960	-46.6	47
300 WSM	Fed. VITAL-SHOK	180	Nosler Partition	2980	-46.6	47
300 WSM	Fed. POWER-SHOK	180	Soft Point	2980	-50.3	50
300 WSM	Fed. VITAL-SHOK	180	Trophy Bonded Tip	2960	-46.6	47
300 WSM	Win. Supreme	180	AccuBond CT	3010	-44.4	44
300 WSM	Rem. AccuTip	180	AccuTip Boat Tail	3010	-45.3	45
300 WSM	Win. Supreme	180	Ballistic Silvertip	3010	-44.5	44
300 WSM	Win. Supreme	180	E-Tip	3010	-44.0	44
300 WSM	Win. Super-X	180	Power-Point	2970	-48.4	48
300 WSM	Rem. Scirocco	180	Swift Scirocco Bonded	2980	-45.5	46
300 WSM	Win. Supreme	180	XP3	3010	-43.9	44
30-06 Accel	Rem. Rifle	55	PSP	4080	-36.9	37
30-06 M1	Hornady Match	168	A-MAX Match	2710	-58.4	58
30-06 Sprg	Fed. POWER-SHOK	125	Soft Point	3140	-55.1	55
30-06 Sprg	Win. Super-X	125	Pointed Soft Point	3140	-55.1	55
30-06 Sprg	Rem. Rifle	125	PSP	3140	-55.1	55
30-06 Sprg	Hornady Custom	150	BTSP InterLock	2910	-56.4	56
30-06 Sprg	Hornady Custom	150	GMX	2910	-51.9	52
30-06 Sprg	Hornady Custom	150	InterBond	2910	-51.9	52
30-06 Sprg	Hornady LM	150	InterBond LM	3100	-44.6	45
30-06 Sprg	Hornady Custom	150	SP InterLock	2910	-57.3	57
30-06 Sprg	Hornady LM	150	SP LM InterLock	3100	-49.1	49
30-06 Sprg	Hornady Custom	150	SST InterLock	2910	-51.9	52
30-06 Sprg	Hornady LM	150	SST LM InterLock	3100	-44.6	45
30-06 Sprg	Fed. Am Eagle	150	FMJ	2740	-60.6	61
30-06 Sprg	Fed. Am Eagle	150	FMJ-BT	2910	-52.6	53
30-06 Sprg	Fusion	150	Fusion	2900	-53.1	53
30-06 Sprg	Fed. VITAL-SHOK	150	Nosler Ballistic Tip	2910	-50.6	51
30-06 Sprg	Fed. VITAL-SHOK	150	Sierra GameKing BTSP	2910	-53.6	54
30-06 Sprg	Fed. POWER-SHOK	150	Soft Point	2910	-59.4	59
30-06 Sprg	Rem. AccuTip	150	AccuTip Boat Tail	2910	-52.0	52
30-06 Sprg	Win. Supreme	150	Ballistic Silvertip	2900	-51.4	51
30-06 Sprg	Rem. Bronze Pt	150	Bronze Point	2910	-55.2	55
30-06 Sprg	Rem. Copper Solid	150	Copper Solid Tipped	2910	-52.8	53
30-06 Sprg	Rem. Core-Lokt	150	Core-Lokt PSP	2910	-59.9	60
30-06 Sprg	Rem. Core-Lokt Ultra	150	Core-Lokt Ultra Bond	2910	-58.1	58

Cartridge	Brand	Wt	Bullet	Adv Vel	"100 Zero, 500 Yard Drop"	Drop Number. Ballistic Table
30-06 Sprg	Win. Supreme	150	E-Tip	2900	-49.9	50
30-06 Sprg	Win. Super-X	150	Power-Point	2920	-61.9	62
30-06 Sprg	Win. Super-X	150	Silvertip	2910	-59.9	60
30-06 Sprg	Rem. Scirocco	150	Swift Scirocco Bonded	2910	-51.0	51
30-06 Sprg	Rem. UMC	150	UMC Metal Case	2910	-59.9	60
30-06 Sprg	Win. Supreme	150	XP3	2925	-50.3	50
30-06 Sprg	Hornady Custom	165	BTSP InterLock	2800	-55.9	56
30-06 Sprg	Hornady LM	165	BTSP LM InterLock	3015	-46.8	47
30-06 Sprg	Hornady Custom	165	InterBond	2800	-55.2	55
30-06 Sprg	Hornady LM	165	InterBond LM	3015	-46.3	46
30-06 Sprg	Hornady Custom	165	SST InterLock	2800	-55.2	55
30-06 Sprg	Hornady LM	165	SST LM InterLock	3015	-46.3	46
30-06 Sprg	Fed. VITAL-SHOK	165	Barnes TSX	2800	-59.6	60
30-06 Sprg	Fusion	165	Fusion	2790	-55.4	55
30-06 Sprg	Fed. VITAL-SHOK	165	Nosler Ballistic Tip	2800	-53.9	54
30-06 Sprg	Fed. VITAL-SHOK	165	Nosler Partition	2830	-55.6	56
30-06 Sprg	Fed. VITAL-SHOK	165	Sierra GameKing BTSP	2800	-57.2	57
30-06 Sprg	Fed. VITAL-SHOK	165	Trophy Bonded Tip	2800	-54.9	55
30-06 Sprg	Rem. AccuTip	165	AccuTip Boat Tail	2800	-55.3	55
30-06 Sprg	Rem. Core-Lokt	165	Core-Lokt PSP	2800	-62.9	63
30-06 Sprg	Win. Super-X	165	Pointed Soft Point	2800	-62.7	63
30-06 Sprg	Fed. GOLD MEDAL	168	Sierra MatchKing BTHP	2700	-59.2	59
30-06 Sprg	Win. Supreme	168	Ballistic Silvertip	2790	-54.5	54
30-06 Sprg	Rem. Core-Lokt Ultra	168	Core-Lokt Ultra Bond	2800	-61.3	61
30-06 Sprg	Hornady LM	180	BTSP LM InterLock	2880	-51.4	51
30-06 Sprg	Hornady Custom	180	SP InterLock	2700	-61.6	62
30-06 Sprg	Hornady Custom	180	SST InterLock	2700	-58.6	59
30-06 Sprg	Fed. VITAL-SHOK	180	Barnes MRX-Bullet	2700	-55.8	56
30-06 Sprg	Fed. VITAL-SHOK	180	Barnes TSX	2700	-60.4	60
30-06 Sprg	Fusion	180	Fusion	2700	-58.0	58
30-06 Sprg	Fed. VITAL-SHOK	180	Nosler AccuBond	2700	-58.0	58
30-06 Sprg	Fed. VITAL-SHOK	180	Nosler Partition	2700	-59.2	59
30-06 Sprg	Fed. POWER-SHOK	180	Soft Point	2700	-64.3	64
30-06 Sprg	Fed. VITAL-SHOK	180	Trophy Bonded Tip	2880	-49.1	49
30-06 Sprg	Fed. VITAL-SHOK	180	Trophy Bonded Tip	2700	-58.0	58
30-06 Sprg	Win. Supreme	180	AccuBond CT	2750	-55.0	55
30-06 Sprg	Rem. AccuTip	180	AccuTip Boat Tail	2725	-57.4	57
30-06 Sprg	Win. Supreme	180	Ballistic Silvertip	2750	-55.1	55
30-06 Sprg	Rem. Bronze Pt	180	Bronze Point	2700	-62.4	62
30-06 Sprg	Rem. Core-Lokt	180	Core-Lokt PSP	2700	-64.5	64
30-06 Sprg	Rem. Core-Lokt Ultra	180	Core-Lokt Ultra Bond	2700	-63.1	63
30-06 Sprg	Win. Supreme	180	E-Tip	2750	-54.5	55
30-06 Sprg	Win. Super-X	180	Power-Point	2700	-64.6	65
30-06 Sprg	Win. Super-X	180	Silvertip	2700	-64.5	64
30-06 Sprg	Rem. A-Frame	180	Swift A-Frame PSP	2700	-65.0	65
30-06 Sprg	Rem. Scirocco	180	Swift Scirocco Bonded	2700	-57.8	58
30-06 Sprg	Win. Supreme	180	XP3	2750	-54.4	54
308 Win.	Hornady Tactical	110	TAP-FPD	3165	-51.1	51
308 Win.	Hornady Custom	150	BTSP InterLock	2820	-60.9	61
308 Win.	Hornady Custom	150	GMX	2820	-56.0	56
308 Win.	Hornady Custom	150	InterBond	2820	-56.0	56
308 Win.	Hornady LM	150	SP LM InterLock	3000	-53.3	53
308 Win.	Hornady Custom	150	SST InterLock	2820	-56.0	56
308 Win.	Hornady LM	150	SST LM InterLock	3000	-48.2	48
308 Win.	Fed. VITAL-SHOK	150	Barnes TSX	2820	-59.7	60
308 Win.	Rem. Copper Solid	150	Copper Solid Tipped	2820	-57.0	57
308 Win.	Rem. Core-Lokt	150	Core-Lokt PSP	2820	-64.6	65
308 Win.	Rem. Core-Lokt Ultra	150	Core-Lokt Ultra Bond	2820	-62.7	63
308 Win.	Fed. Am Eagle	150	FMJ-BT	2820	-56.1	56
308 Win.	Fusion	150	Fusion	2820	-56.1	56
308 Win.	Fed. VITAL-SHOK	150	Nosler Ballistic Tip	2820	-55.0	55
308 Win.	Fed. VITAL-SHOK	150	Nosler Partition	2840	-57.3	57
308 Win.	Fed. POWER-SHOK	150	Soft Point	2820	-64.9	65
308 Win.	Rem. Scirocco	150	Swift Scirocco Bonded	2820	-55.0	55
308 Win.	Rem. UMC	150	UMC Metal Case	2820	-64.6	65
308 Win.	Win. Supreme	150	Ballistic Silvertip	2810	-55.4	55
308 Win.	Win. Supreme	150	E-Tip	2810	-53.8	54
308 Win.	Win. Super-X	150	Power-Point	2820	-67.3	67
308 Win.	Win. Supreme	150	XP3	2825	-54.6	55
308 Win.	Hornady Tactical	155	TAP-FPD	2785	-56.6	57
308 Win.	Hornady Match	155	A-MAX Match	2850	-53.5	54
308 Win.	Hornady Custom	165	BTSP InterLock	2700	-60.9	61
308 Win.	Hornady LM	165	BTSP LM InterLock	2880	-52.2	52
308 Win.	Rem. AccuTip	165	AccuTip Boat Tail	2700	-60.3	60
308 Win.	Fusion	165	Fusion	2700	-60.4	60
308 Win.	Fed. VITAL-SHOK	165	Sierra GameKing BTSP	2700	-63.0	63
308 Win.	Fed. VITAL-SHOK	165	Trophy Bonded Tip	2880	-51.0	51
308 Win.	Fed. VITAL-SHOK	165	Trophy Bonded Tip	2700	-60.4	60
308 Win.	Hornady Match	168	A-MAX Match	2700	-58.9	59
308 Win.	Hornady Match	168	BTHP Match	2700	-60.1	60
308 Win.	Hornady Match	168	BTHP Match w/Moly	2700	-60.1	60
308 Win.	Hornady Tactical	168	TAP-FPD	2700	-58.9	59
308 Win.	Rem. Match	168	MatchKing BTHP	2680	-59.9	60
308 Win.	Fed. GOLD MEDAL	168	Sierra MatchKing BTHP	2650	-62.1	62
308 Win.	Win. Supreme	168	Ballistic Silvertip	2670	-60.5	60
308 Win.	Win. Supreme	168	Sierra MatchKing BTHP	2680	-61.0	61
308 Win.	Rem. Match	175	MatchKing BTHP	2609	-62.8	63
308 Win.	Fed. GOLD MEDAL	175	Sierra MatchKing BTHP	2600	-62.6	63
308 Win.	Fed. VITAL-SHOK	180	Barnes MRX	2600	-61.4	61
308 Win.	Fusion	180	Fusion	2600	-62.6	63
308 Win.	Fed. VITAL-SHOK	180	Trophy Bonded Tip	2620	-61.4	61
30TC	Hornady Custom	150	SST InterLock	3000	-48.2	48
30TC	Hornady Custom	165	SST InterLock	2850	-53.1	53
7.62x51mm	Fed. Am Eagle	168	Open Tip Match	2650	-62.1	62
325 WSM	Win. Supreme	180	Ballistic Silvertip	3060	-45.0	45
325 WSM	Win. Supreme	200	AccuBond CT	2950	-47.7	48
325 WSM	Win. Supreme	200	XP3	2950	-46.9	47
325 WSM	Win. Super-X	220	Power-Point	2840	-56.8	57
338 Fed.	Fed. VITAL-SHOK	180	Nosler AccuBond	2830	-57.8	58
338 Fed.	Fed. VITAL-SHOK	185	Barnes TSX	2750	-63.9	64
338 Fed.	Fusion	200	Fusion	2660	-64.1	64
338 Fed.	Fed. POWER-SHOK	200	Speer Uni-Cor Soft Point	2700	-63.0	63
338 Fed.	Fed. VITAL-SHOK	200	Trophy Bonded Tip	2630	-64.7	65
338 Lapua	Hornady LE	250	BTHP	2900	-44.8	45
338 Lapua Mag	Rem. Rifle	250	Scenar	2960	-42.6	43
338 RCM	Hornady Custom	200	SST	2950	-48.4	48
338 RCM	Hornady Custom	225	SST	2775	-53.7	54
338 Rem. UM	Fed. VITAL-SHOK	210	Nosler Partition	3050	-47.2	47
338 Rem. UM	Fed. VITAL-SHOK	225	Nosler AccuBond	3020	-42.6	43
338 Rem. UM	Rem. Core-Lokt	250	Core-Lokt PSP	2860	-53.4	53
338 Rem. UM	Rem. A-Frame	250	Swift A-Frame PSP	2860	-53.6	54
338 Win. Mag	Fed. VITAL-SHOK	180	Nosler AccuBond	3120	-46.0	46
338 Win. Mag	Win. Supreme	200	Ballistic Silvertip	2950	-50.4	50
338 Win. Mag	Win. Super-X	200	Power-Point	2960	-58.1	58
338 Win. Mag	Fed. VITAL-SHOK	210	Nosler Partition	2830	-56.7	57
338 Win. Mag	Hornady HM	225	SP-RP HM InterLock	2950	-51.3	51
338 Win. Mag	Hornady Custom	225	SST	2785	-56.8	57
338 Win. Mag	Fed. VITAL-SHOK	225	Barnes TSX	2800	-58.3	58
338 Win. Mag	Fusion	225	Fusion	2850	-48.6	49
338 Win. Mag	Fed. VITAL-SHOK	225	Nosler AccuBond	2800	-51.8	52
338 Win. Mag	Fed. VITAL-SHOK	225	Trophy Bear Claw	2730	-63.8	64
338 Win. Mag	Rem. Core-Lokt	225	Core-Lokt PSP	2780	-56.9	57
338 Win. Mag	Rem. Core-Lokt Ultra	225	Core-Lokt Ultra Bond	2780	-55.8	56
338 Win. Mag	Rem. A-Frame	225	Swift A-Frame PSP	2785	-63.9	64
338 Win. Mag	Win. Supreme	225	AccuBond CT	2800	-51.5	51
338 Win. Mag	Fed. VITAL-SHOK	250	Nosler Partition	2660	-61.5	62
338 Win. Mag	Rem. Core-Lokt	250	Core-Lokt PSP	2660	-63.4	63
370 Sako Mag	Fed. CAPE-SHOK	286	Barnes TSX	2550	-67.1	67
370 Sako Mag	Fed. CAPE-SHOK	286	Nosler Partition	2550	-67.1	67
375 H&H	Fed. VITAL-SHOK	260	Nosler AccuBond	2700	-59.2	59
375 H&H	Hornady DG	270	SP-RP	2700	-66.0	66
375 H&H	Hornady DG	270	SP-RP HM InterLock	2870	-55.9	56
375 Rem. UM	Rem. Rifle	270	Soft Point	2900	-67.2	67
375 Rem. UM	Rem. A-Frame	300	Swift A-Frame PSP	2760	-64.0	64
375 Ruger	Hornady DG	270	SP-RP	2840	-57.3	57
50 BMG	Hornady Match	750	A-MAX	2815	-44.0	44

Data courtesy of Exbal Ballistics
www.Perry-Systems.com

Eliminator Reticle Holdover Capability based on the chosen Ballistic Table

Ballistic Table	Muzzle Velocity	BC Used
63	2650	.447
62	2668	.447
61	2687	.447
60	2706	.447
59	2725	.447
58	2745	.447
57	2765	.447
56	2786	.447
55	2807	.447
54	2829	.447
53	2851	.447
52	2874	.447
51	2897	.447
50	2921	.447
49	2946	.447
48	2971	.447
47	2997	.447
46	3024	.447
45	3052	.447
44	3090	.447
43	3110	.447
42	3190	.407
41	3221	.407
40	3254	.407
39	3288	.407
38	3322	.407
37	3490	.334
36	3530	.334
35	3570	.334
34	3612	.334
33	3655	.334
32	3870	.276
31	3920	.276
30	3970	.276
29	4025	.276
28	4080	.276
27	4100	.276
26	-	.276
25	-	.276



Checklist before returning a scope

A significant number of scopes are returned to Burris each year that are found to function perfectly. To avoid unnecessary delays and expenses we encourage you to check for the following conditions.

Insufficient windage adjustment
1. Base mounting holes drilled out of alignment with center of bore
2. Barrel threaded into receiver at an angle

Insufficient elevation adjustment
1. Receiver diameter out of specification
2. Barrel threaded in at an angle

Grouping or accuracy
1. Barrel or chamber throat erosion
2. Stock warpage
3. Stock Bedding problem
4. Loose mount
5. Heavy trigger pull Solution - Consult with a gunsmith

Focus or image not clear
1. Object too close
2. Eyepiece out of focus

When returning the scope be sure to include:

1. Make yourself a note of your scope's serial number for use when calling to check on your in-service scope.
2. Complete name and full address.
3. A short note describing the nature of the problem as accurately as possible.
4. Ship the scope prepaid and Insured by mail, UPS, or other parcel service. Burris can't be responsible for your scope until we physically receive it. Burris pays for shipping back to you.
5. Insure the shipment against loss.

Send the scope to the following address:

Burris Company, Inc.
331 E. 8th Street
Greeley, Colorado 80631

For additional information about riflescope operations, go to the 'Burris University' section of our website: **www.burrisoptics.com**

Storage:

As with any electronic device, it is always a good idea to remove the battery when storing for a long period of time. During storage or transportation, be sure that the Main Switch on the Eliminator and the button on the Remote Transmitter are not inadvertently depressed thereby running the battery down when not in use.

Scope Use, Service, & Care

Your Burris scope will provide a lifetime of service if given the reasonable care and treatment it deserves. The only maintenance required is occasional cleaning of the outside of the scope and the exterior lenses.

All moving assemblies are permanently lubricated. Use lens covers to protect the scope from dirt, dust, lint, and moisture. The adjustment system is waterproof even without the turret caps in place, but keep these caps tight to keep dust and dirt out of the mechanical system. Before cleaning the lenses, brush them with a photographer's brush or blow them clean, ideally with "canned air". This removes large particles which can scratch the surface if wiped under pressure. Never disassemble your scope. Disassembly by anyone other than our factory will void the warranty.

Burris Warranty

If your LaserScope's optics or mechanical systems are ever found to have defects in materials or workmanship, Burris will, at our option, repair or replace it at no charge. The ranging system and electronics are warranted for 3 years from the date of purchase. If a repair is needed, send the product to Burris Company, 331 East 8th Street, Greeley, Colorado, 80631.

Shipping charges to Burris must be prepaid by the owner. Insure the shipment. Burris can't be responsible for your product until we receive it. There are no other warranties, either expressed or implied, contained herein except for such that may arise under certain state laws. In that event, said implied warranties are limited in scope and duration to the terms of this warranty. Burris is not liable for incidental or consequential damages including but not limited to lost profits or other economic or commercial losses. This warranty gives the owner certain legal rights, and possibly other rights which may vary from state to state. Under the guidelines of the Consumer Protection Agency, this is considered a limited warranty.

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